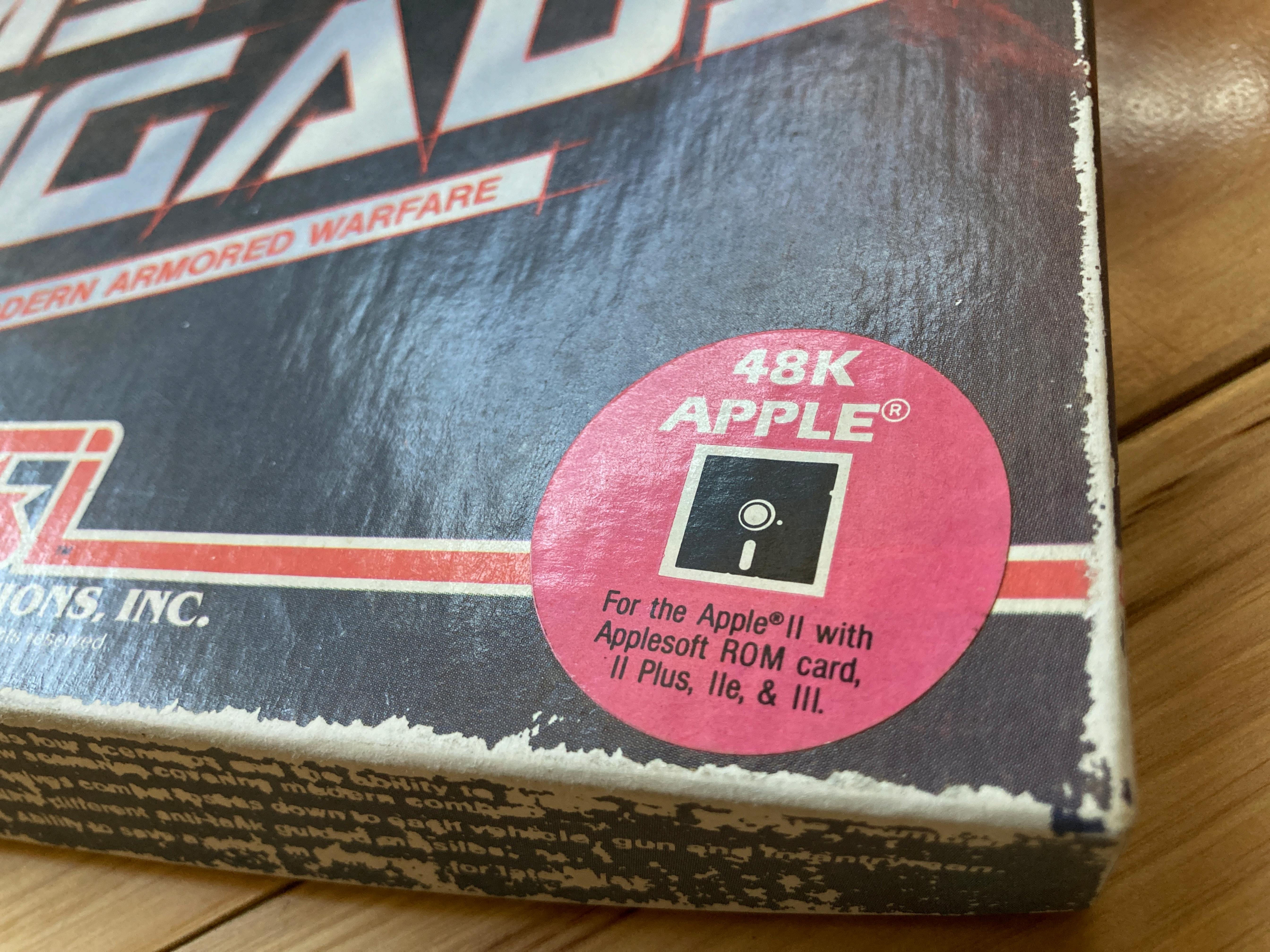


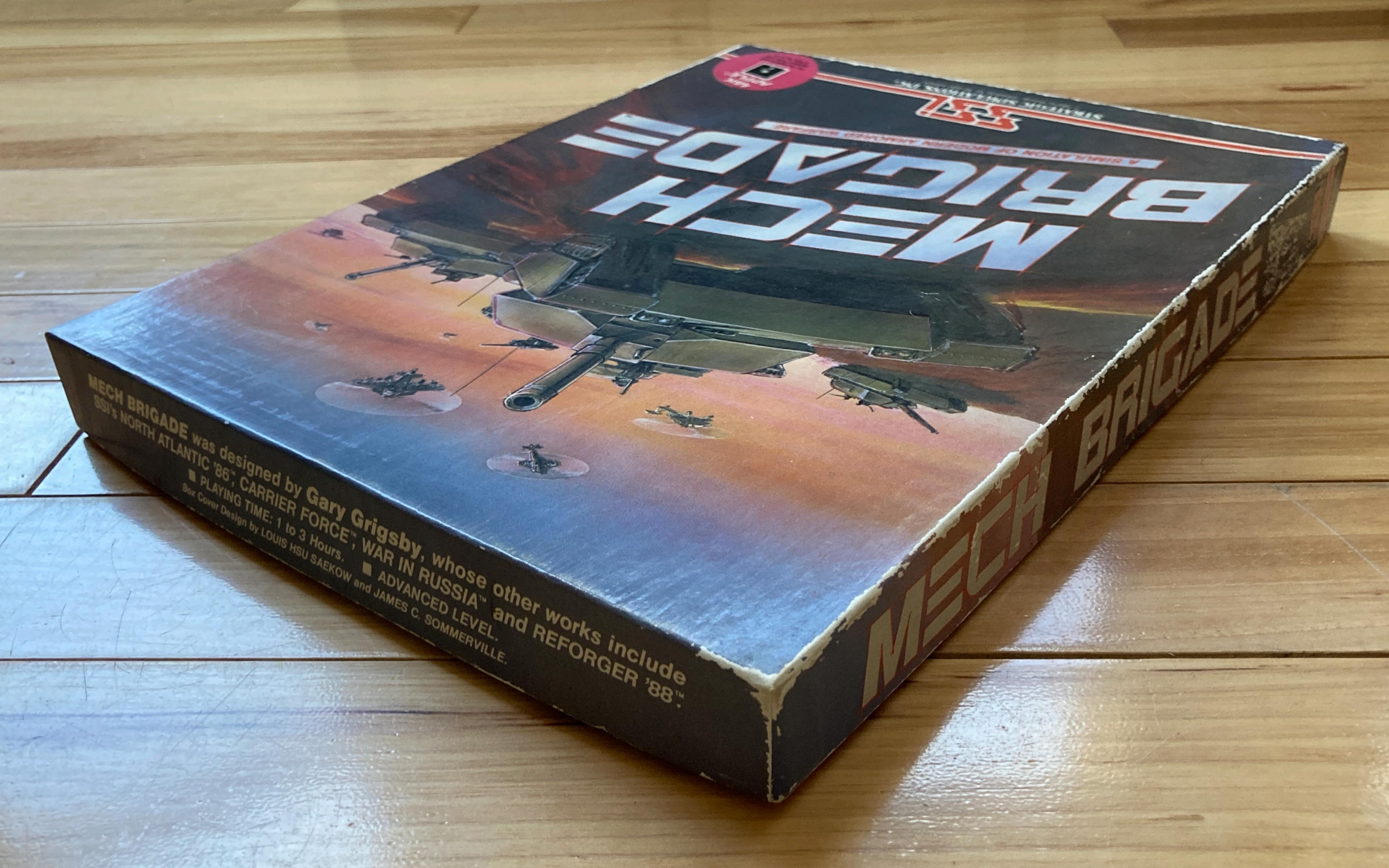
STRATEGIC SIMULATIONS, INC.

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For the Apple®II with Applesoft ROM card, II Plus, Ile, & IIL

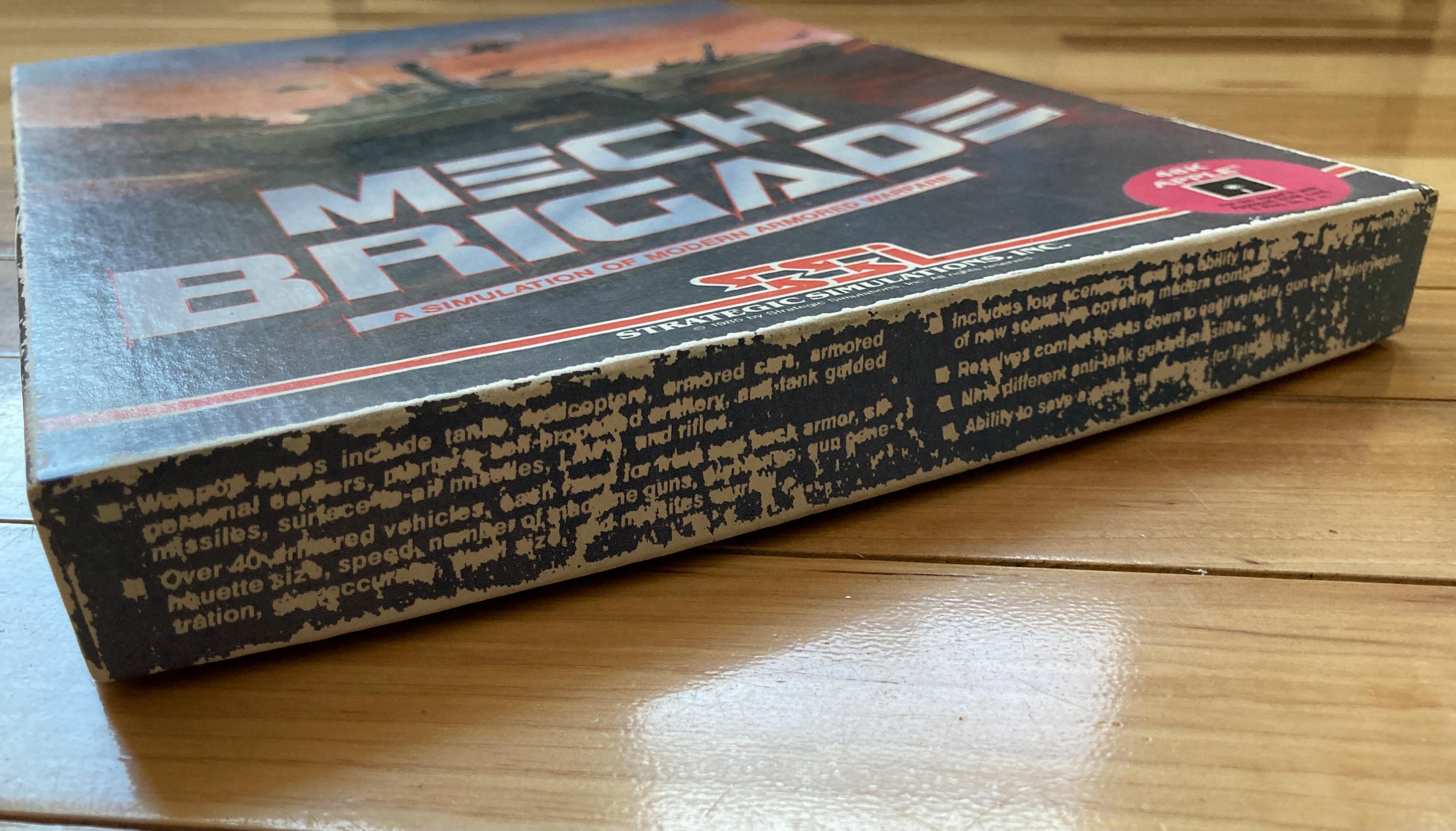


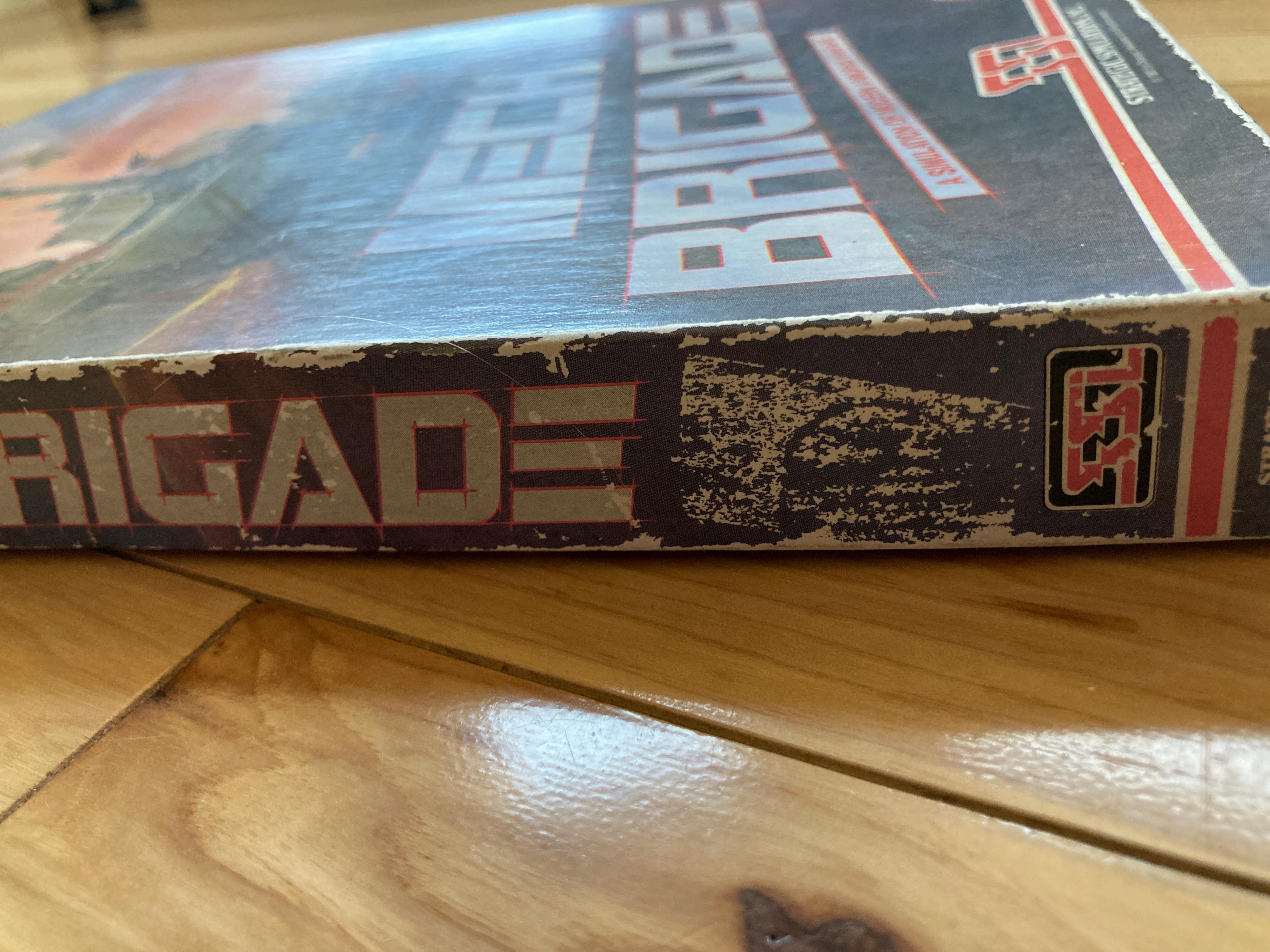


















ARMORED WARFARE OF THE 1990's

What will it be like when modern juggernauts — turbine-propelled, missile-armed, laser-guided — clash on the battlefield?

The answer is right here in your hands. Using the latest military data derived from extensive research, we are proud to present the definitive, advanced simulation of modern land battles.

MECH BRIGADE

vehicle, the BMP-1 and BMP-2 APCs

Using a modified version of our popular "KAMPFGRUPPE" game sys-

tem, hit probabilities of every weapon are instantly calculated by the computer. Combat is resolved down to every individual tank, gun and infantryman. We've added the ability to fire smoke to obscure the enemy's vision.

MECH BRIGADE incorporates rules governing Command Control that de-

termine how fast a unit will respond to

your movement orders. Kill/suppression points are also included. Calculation

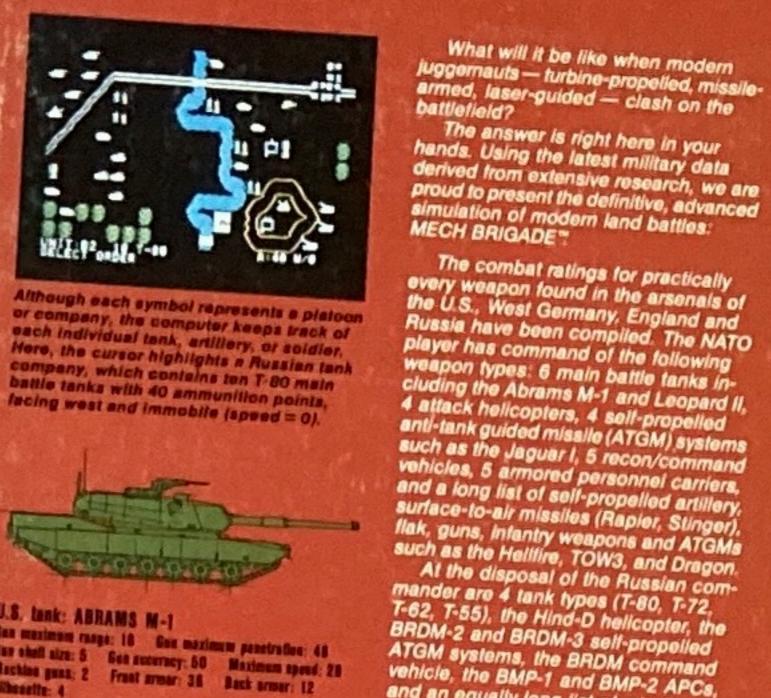
of line-of-sight is simplicity itself: Press the "V" (for "view") key, and all the

Four scenarios are provided, each in a different area of West Germany. You can create your own with the Random

squares a given unit can see are in-stantly highlighted.

obscure the enemy's vision.

and an equally long list of missiles.



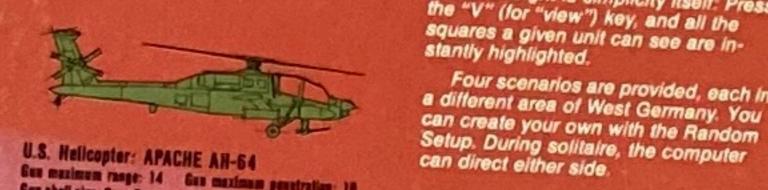
Although each symbol represents a piatoon or company, the computer keeps track of each individual tank, artitlery, or soldier, ifere, the cursor highlights a Russian tank company, which contains ten T-80 main battle tanks with 40 ammunition points, facing west and immobile (speed = 0).



Gue meximum range: 18 Gue meximum penetration: 48
Gue shell size: 5 Gue autorney: 50 Maximum apoud: 28
Machine gues: 2 Front armer: 36 Back armer: 12



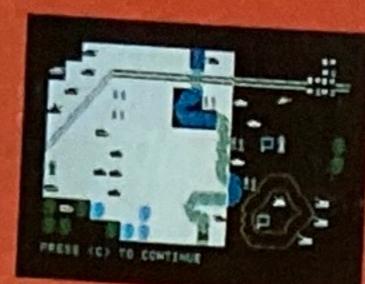
U.S. MICV: BRADLEY M-2 Ges maximum range: 10 Ges maximum penetration: 8
Ges abeil aire: 2 Ges accuracy: 50 Maximum speed: 28
Machine gens: 1 Frant armor: 10 Back armor: 8 Simmette: 3 Gnided mineile system: TOW3



Gen abell size: 2 Gen accuracy: 50 Maximum speed: 300 Machine gene: 0 Front armor: 3 Back armor: 3 Silbouatta: 3 Guided missile system: Hellfire

Screen displays shown are from the APPLE® Displays from other computer(s) may vary.

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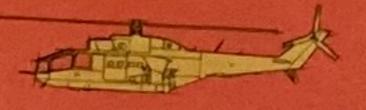
of the "V" key lights up every square the T-80 piatoon can see. This advanced yet aimple feature eliminates convoluted line of sight calculations to help make MECH BRIGADE an exciting and eminently playable wargame.



Gen maximum range: 18 Gun maximum panetration: 45 Gan shell size: 5 Ban accuracy: 50 Meximum opend: 20 Machine gues: 2 Front armer: 20 Book armer: 7



Gas maximum range: 8 Gas meximum penetration: 30 Gus shell size: 4 Gen scoursey: 30 Maximum speed: 20 Machine guas: 1 Front armer: 5 Back armer: 3 Albonette: 2 Anten minnin syntam: Spandral



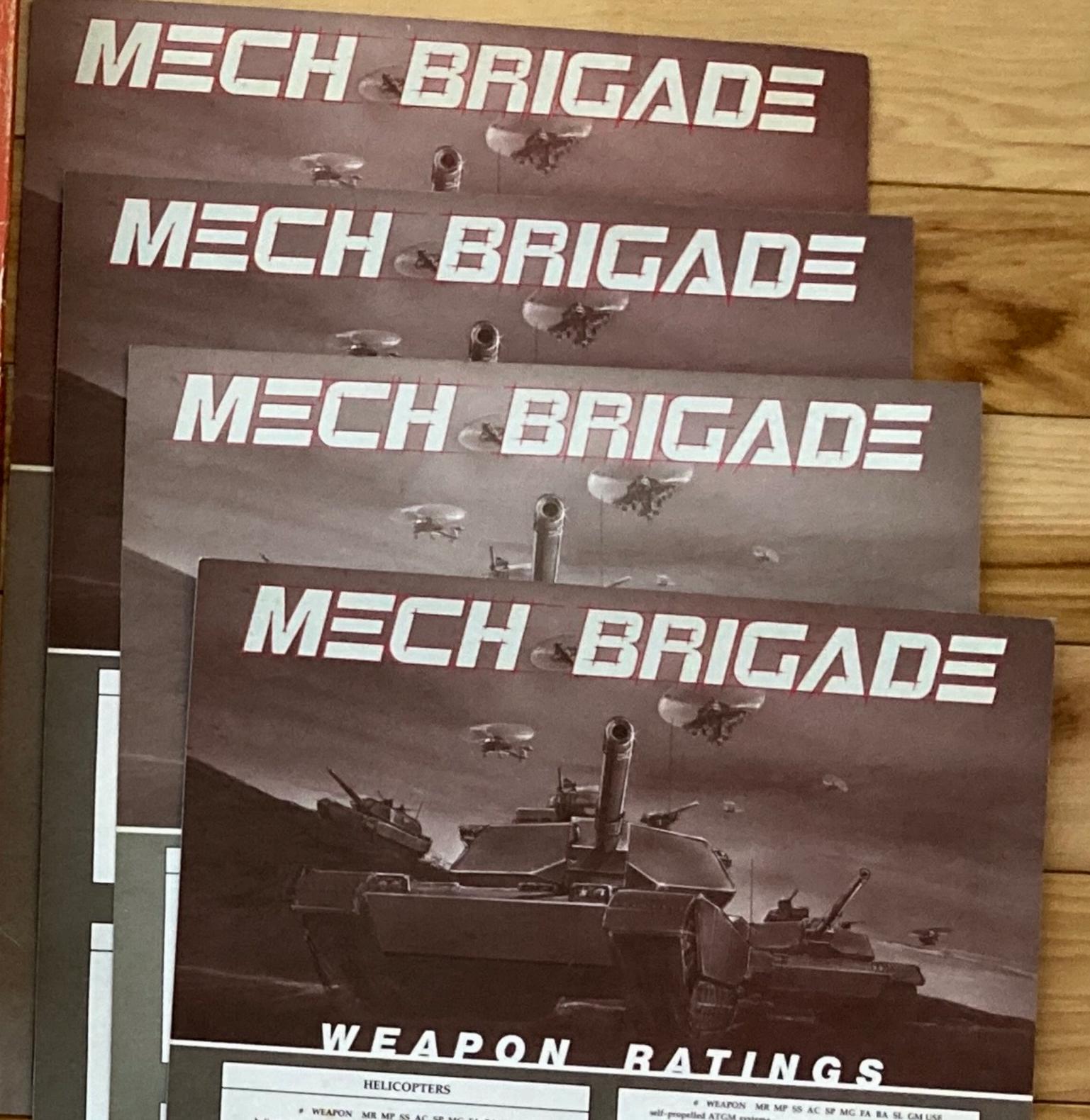
Gen marimon range: 5 Gen marimam penetration: 12 Gen abell size: 2 Gen accorney: 50 Maximum aparel: 260 Machine gent: 0 Front armor: 2 Back armor: 2 Sitherette: 4 Geldes missile system: Spiral



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STRATEGIC SIMULATIONS INC/CUSTOMER RESPONSE CARD 1. What game is this card from? _ 8. Where did you learn about this game? 2. What computer was used to play this game? 2) | retail store 3) SSI caralog 3. Please rate the following aspects of the game 4) I magazine ad 5) 🗆 magazine review (9 = excellent, 1 = poor) 6) O other Playability 9 8 7 6 5 4 3 2 1 If magazine ad, which magazine? Realism 9 8 7 6 5 4 3 2 1 Excitement 9 8 7 6 5 4 3 2 1 9. Where did you purchase this game? 4. Was this game fun to play? Yes No 1) Computer store 5. Have you ever played a board wargame before? 2) D software store DYES DNo 3) D toy/hobby store 4) D bookstore 6. Please comment on this game. Include games you 5) D department store would like to see in the future. 6) D SSI direct 7) O other mail order A. Please write your name and address below if you 7. How many other SSI games do you own?



			н	ELI	co	PTE	ERS											-			Name of Street	
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6	ABRAMS	18	48	3	80	28	2	30	12	4 3	N US-N		40hi	25 SCOR	PON	7 12	1	20 24		7	1 1	N B
7	LEOPROI	34	36	3	30	20	2	20	6	4 1	WG-0			26 BRDM		5 0	1	50 12	1	2	(2)	N S
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n T											SU-A		100	32 BMP.	12	-	2 50	28	1 1	0. 4	3 N	图积-
14 T-6	10	18 4	5	5 5	0 20	2	34	13	3	N	5U-N		Tibe.	32 BMP-1		30	4 10	10	1	4 2	7 54	SU-
														33 BMP-2		30	1 30	20	1	5 1	2 SP	SUJ

4

4

4

1



B Reselves combat tystes down to eath vehicle White all the contract to be produced on the life of the TERRAIN COSTS TRACK WHEEL FOOT UNIT ORDERS MENU a priority target with the (I)nspect 13 13 order will cause a range order to be given if the target is outside (1-8) Move cursor. of the set maximum range, with (A)* Advance. This command is only used when the computer is in allthe maximum firing range being units mode. The formation HQ set equal to the distance to the will move to the cursor location; new target (see section 5.8). other units in the formation will (K)* Cancel all orders. Allows the cur-© 1985 by Strategic Simulations, Inc. All rights reserved. move in such a way as to retain rent unit to cancel all movement their current position relative to and bombardment orders. the HQ. (L) Look for unit. Moves the cursor (B) Bombard. The cursor location is to the current unit's location. the target square; the current unit road-slope is the spotter; the computer will (M)* Move unit. Orders the unit to list the artillery units eligible move to the cursor location (see to bombard the target (see secsection 5.5). tion 5.6). (N) Next unit. The next higher num-(C) Center. The map is centered bered unit will become the curaround the cursor. rent unit. (D) Disembark. If the current unit is (O) Check movement objectives. a vehicle then it will unload all Moves the cursor to the moveof its passengers; if the current ment objective location(s) of the unit is a passenger then only that current unit; also lists the unit will unload; unloaded pascommand control delay (see sengers will have a suppression level of 80. section 5.5). (P) List passengers. Lists all units (E) Embark. Order must be given to embarked aboard the current unit. a vehicle unit — the computer will request the ID of the unit to (Q) Quit the unit orders menu. Return be embarked (see section 5.4). to the map display menu. (F)* Change unit facing. STRATEGIC SIMULATIONS INC (R)* Set maximum firing range at (H) Find unit's HQ. Cursor moves to which the current unit will select bridge unit's HQ location; computer targets (see section 5.7). determines if a "command control" (S)* Set movement speed for the link exists between the current current unit. unit and the HQ; the HQ be-(no additional cost) (T) Inspect the target that the current comes the new current unit. unit has selected. (I) Inspect. Allows the player to in-(V) View. The computer will inverse spect all enemy units that can be seen by the current unit; allows all squares that the current unit the current unit to designate a can see with its current facing. priority target and/or request a (X) Exit the unit orders menu. Return bombardment (with the current to the map display menu. If you have any questions or problems unit as the spotter). Assigning (Z) Shift to all-units mode. regarding the program or game, please send a self-addressed, stamped envelope with * This order may be given to all of the units of a particular formation. your question to: STRATEGIC SIMULA-TIONS, INC., 883 Stierlin Road, Bldg. A-200, STRATEGIC SIMULATIONS IN Mountain View, CA 94043-1983. MAP DISPLAY MENU HEADQUARTER SYMBOLS Or you can call our Hotline Number: (415) 964-1200 every weekday, 9 to 5 (P.S.T.). 1. What game is this card from? (1-8) Move cursor. division (0) End game. (A-U) Select unit. Press formation letter 2. What computer was used to play this game? followed by unit index number - computer will shift to UNIT brigade ORDERS MENU; the selected 3. Please rate the following aspects of the game unit will be the "current unit". (V) View. The computer will inverse Playability 9 8 7 6 5 4 3 2 1 regiment all squares that can be seen from Realism 9 8 7 6 5 4 3 2 1 the cursor location. (W) Move cursor to center of objective Excitement 9 8 7 6 5 4 3 2 7 battalion 4. Was this game fun to play? Yes No (X) Exit orders phase. 5. Have you ever played a board wargame before? (Y) Clear units and smoke from company/squadron/troop/battery screen to view terrain. 6. Please comment on this game. Include games you (Z) Examine friendly or visible enemy STRATEGIC SIMULATIONS, INC. units at cursor location. 883 Stierlin Road, Building A-200 platoon Mountain View, CA 94043-1983 (415) 964-1353

7. How many other Son

STRATEGIC SIMULATIONS, INC.



6.0 WEAPONS

The weapons used in MECH BRIGADE are listed below.

HELICOPTER5

					_	AND DESCRIPTION OF	A STATE OF THE PARTY OF THE PAR	200	200 A		400.7.	OF REAL PROPERTY.
#	WEAPON	MR	MP	55	AC	5P	MG	FA	ВA	3L	O.M	USE
hel	icopters					27	1	2	2	3	TO	US-0
0	COBRA	5	12	-	50		0	3	3		TO SHARING MANAGEMENT	US-N
1	APACHE		18	2		30	-	2	2		-	WG-A
2	PAH-2	Annual Control of the Park	12			27		1	1		NO CONTRACTOR DE LA CON	BR-A
3	LYNX-3	5	12	2		22	0	2	2	District Co.	ALCOHOLD STREET	SU-A
4	HIND-D	5	12	2	50	26	0	*				

VEHICLES

		# WEAP	ON	MI	R M	P 55	AC	SP.	MG	FA	BA	SL	GN	1 USE
		tanks												
		5 M60A3	}	18	44	5	50	15	2	19	7	5	N	US-O
		6 ABRAI	THE RESERVE OF THE PARTY OF	18	48	5	50	28	2	36	12	4	N	US-N
		7 LEOPR	ADD THE RESERVE	14	36	5	30	20	2	20	6	4	N	WG-O
	1000	8 LEOPR	SECTION OF THE RESIDENCE OF THE PERSON OF TH	18	48	5	50	28	2	36	12	4	N	WG-N
		9 CHIEF		20	48	5	50	15	2	24	8	5	N	BR-O
		IO CHALN	Secretarion of the last of the	20	48	5	50	20	2	36	12	4	N	BR-N
	Mayor Carlot	11 T-55		14	30	5	20	15	2	15	7	3	N	SU-O
		2 T-62		14	34	5	20	15	1	16	6	3	N	SU-A
	J	3 T-72		18	45	5	50	20	2	20	7	3		SU-A
	1	4 T-80		18	45	5	50	20	2	36	12	3	N	SU-N
	5	elf-propelle	d ATG	M sys	stems	5								
	NAME OF TAXABLE PARTY.	5 M150		5	0		50	20	0	4	2	3	TO	US-O
	1	CONTRACTOR OF STREET		5	0	1	50	20	0	8	4	3	TO	US-N
	1		1	3	0	1	50	20	0	8	3	3 1	HO	WG-A
	18	CONTRACTOR PROPERTY.		3	0	1	50	16	0	4	2	3	SW	BR-A
	19	NAME AND ADDRESS OF THE OWNER, WHEN		5	0	1 !	50	12	0	2	1	3	SA	SU-O
	20			5	0	1 !	50	12	0	2	1	3	SP S	SU-N
		con/comman	nd vehi											
	21			5	0	1 5	50 2	20	0	4	2	4	NI	US-A
100	22	LUCHS		5	2	CARDO MARIO	THE PERSON NAMED IN	2	0	6	3	3	NI	WG-A
	23	SPARTAN	1	3	0	DATE OF THE PARTY	AND DESCRIPTION OF	4		2	1	3	N E	IR-A
	24	SCIMITR		7	6	and the last of th	0 2		SECTION 1	2	TO A STREET	PERSONAL PROPERTY.		IR-A
	25	SCORPOR	J	The contract of the contract o	2	4 2	ALERS AND ADDRESS OF THE PARTY	SECTION AND DESCRIPTION		2				R-A
	26	BRDM	************		0	1 5	AND DESCRIPTION OF THE PERSON NAMED IN	THE RESERVE THE	THE REAL PROPERTY.	-	1 2	estimates.	DELI PROPERTO	U-A
		C/MICV				1 2							APRIL DE	U-A
	27	M113		5 1	0	1 50	20	,	1 4		2 3	N	of Ti	S/WG-O
	28	BRADLEY	10	ACCUPANCE OF THE PARTY OF THE P		2 50	STATE OF THE PARTY		1 10		5 3		OU	
	THE PERSON	MARDER	ARTIST STREET	NAME OF TAXABLE PARTY.		SHIP TO THE			PRODUCTION OF THE PERSONS	CONTRACTOR	NAME OF TAXABLE PARTY.	NO PERSON	2000000	A PARTY OF THE PAR
	29	SERVICE SERVICE STATE	12	The same of the sa		2 50		SCIENCE OF STREET	1 10					G-N
-	30	FV-432	12	STORESTON,	Charles San	2 50	Della Control	SOUTH	NAME OF TAXABLE PARTY.	NAME OF TAXABLE PARTY.	CHICAGO CO	THE CASE	E-STREET, ST	R-O
BOOK STATE	31	MCV80	12										The second second	R-N
7000000	32	BMP-1		30	distribution	CONTROL OF	STATE OF THE PARTY.	MATERIAL	. 4	2		NAME OF TAXABLE PARTY.	A SU	
Section 1975		BMP-2	- 8	30	4	30	20	1	5	3	2	SF	' SL	J-N
ALTERNATION OF THE PARTY OF THE		propelled m	No. of Concession, Name of Street, or other party of the Concession, Name of Street, or other pa		6									ENGINEE A
	100000000	M106	28	0			20	1	4	2	3	N	US	-A
Marie Co.	No. of Concession,	M125	24	0	4	9	20	1	4	2	3	N	US	A
3	A PROPERTY OF	V432M	25	0	4	9	16	1	4	2	3	N	BR	-A
3	No.	и113-М	28	0	5	9	16	1	4	2	3	N	W	G-A
3.	8 E	TR-50M	28	0	5	9	13	1	2	1	3	N	SU	-A
51	elf-p	ropelled art	illery											
3	9 1	1107	12*	0	7	6	16	0	2	2	4	N	WO	G-A
40	0 N	1109	12*	0	6	8	17	1	2	2	4	N	NAME OF TAXABLE PARTY.	/WG/BR-A
41	I N	1110	12*	0	8	6	16	0	2	2	4	N	NOTIFICATION OF	WG/BR-A
42	2 A	ввот	12*	0	5	8	15	0	2	1	4	N	BR-	THE RESERVE THE PERSON NAMED IN COLUMN TWO IS NOT THE PERSON NAMED IN COLUMN TWO IS NAMED IN COLUMN TWIND TWO IS NAMED IN COLUMN TWO IS NAMED IN COLUMN TWO IS NAMED IN
43	M	-1974	12*	. 0	5	8	14	0	5	1	4	N	SU	
44	M	-1973	12*	0	6	8	13	0	2	1	5	N	SU-	A STATE OF THE PARTY OF THE PAR
sel	f-pro	pelled flak										14	30	A
45	I STRUCTURE	YORK	15	4	2	40	15	0	0		-	N.	1.40	
46	A RECORD	PARD	15	3	NAME OF TAXABLE PARTY.	CONTRACTOR OF THE PARTY OF THE	NAME OF TAXABLE PARTY.	ALIENTANIA	8	4	5	STATISTICS.	US-	
47		U23/4	15	2		ACTOR DES	20	0	18	6	4		WG	and the same of th
		pelled SAM	THE RESERVE AND ADDRESS OF THE PARTY OF THE		2	50	14	0	1	1	3	N	SU-	A
49	THE REAL PROPERTY.	LAND	NAME OF TAXABLE PARTY.		-	200	Ç.							
Minima	SA	A Principle of the Prin	25	0	December 1	er tallenger	21	0	5	2	4	N	US/	WG-A
40	DA	9	35	0	5 8	30 1	2	0	2	1	3	N I	SU-/	1

NON-VEHICLES

B Reselves combat to sees down to quest vehicle, gun and bits

	WEAPON	MR	MP	SS	AC	SP	DF	CC	SL	GM	USE
	fantry weapons										US/BR-A
	LAW	0	12	3	10	-	-	-	-		WG-A
	PZF44	0	12	3	15	-		-	-	-	US/WG/BR-A
	THE PARTY	2	0	1	50	6	9	1	1	N	
66		0	12	4	20	-	-	-	=	-	SU-A
65		2	0	1	50	6	9	1	1	N	SU-A
67	RIFLE (Soviet)										
	ved artillery	12*	0	5	6	0	3	10	2	N	SU-A
100	The second secon		0	7	6	0	3	10	2	N	SU-A
	The second secon	12*	U								
	M systems		^	5	80	0	2	10	4	N	BR-A
50	RAPIER	30	0	A STATE OF THE PARTY OF		5	8	2	1	N	US/WG-A
51	STINGER	9	0	3	30	-	8	2	1	N	BR-A
5.2	BLWPIPE	6	0	3	20	5				N	SU-A
53	SA-7	6	0	3	10	5	8	2	1	IN	30-A
	The second secon										

#	WEAPON	LR	MR	MP	AC	SP	DF	CC	SL	GM	USE
	GMs										
	DRAGON	1	8	30	80	5	8	2	1	DR	US-A
	TOW3	1	19	50	70	4	7	3	1	TO	US/BR-A
2000000	HELLFRE	3	20	60	90	3	6	5	1	HE	US-N
	MILAN	1	10	30	60	5	8	2	1	MI	WG/BR-A
inches in		1	20	45	60	3	6	5	1	НО	WG-A
	HOT	1	20	30	30	3	6	5	1	SW	BR-A
120000	SWGFIRE	2	15	25	30	5	8	2	1	SA	SU-O
	SAGGER		NAME OF TAXABLE PARTY.		new party and			5	1	SP	SU-N
61	SPANDRL	1	15	40	60	3	6				S DESCRIPTION OF THE PARTY OF T
62	SPIRAL	3	20	45	80	3	6	5	1	SI	SU-A

LR = minimum range

MR = maximum range; *- indicates max range of 99 when firing indirect

MP = maximum penetration

SS = shell size

AC = accuracy, ATGMs will have 99 accuracy when firing at greater than minimum range

SP = speed

MG = secondary machine guns

FA = frontal armor

BA = side/rear armor

DF = defense rating

CC = transport costSL = silhouette

GM = type of ATGM system

USE = using countries; N,O,A indicates if used in NEW, OLD or ALL formations

6.1 Special Infantry Weapons

All infantry PLATOONS in the game are armed with one of the following Special Infantry Weapons (SIWs): LAW, PZF-44, RPG-7. SIWs will only be used when firing at ZERO RANGE against ARMORED VEHICLES. SIWs will be fired instead of the platoon's normal RIFLE weapons. When using SIWs, the number of weapons firing is equal to NUMBER OF MEN in the platoon DIVIDED BY 3.

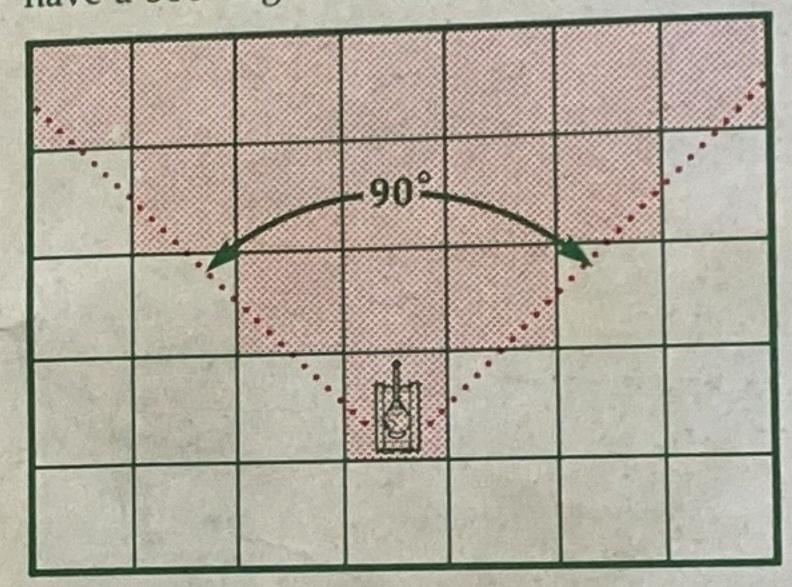
When SIWs are fired the target unit will automatically suffer 50 suppression.

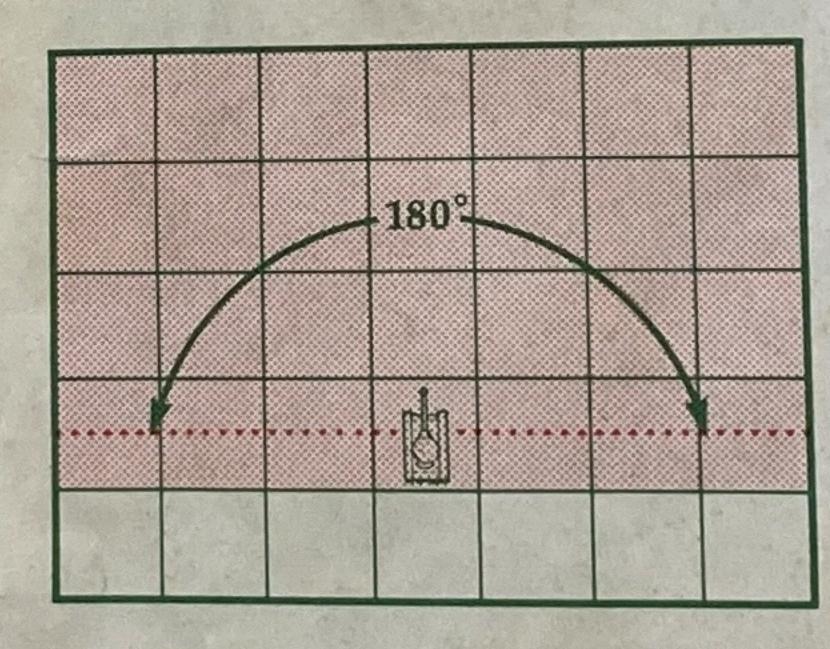
7.0 COMBAT PHASE

The combat phase of each turn represents 2 minutes of real time. The combat phase is divided into four 30-second pulses. During each pulse units may search, select targets, fire their weapons and/or move. Before each pulse the computer selects one player's units to move and fire first, with each side having a 50% chance of being first each

7.1 Searching

At the start of each pulse, eligible units will attempt to spot enemy units within their "field of vision". The field of vision is determined by the unit's facing and its movement status. Moving units have a 90 degree field of vision in the direction they are facing. Non-moving units have a 180 degree field of vision in the direction they are facing. Flak and SAM units will always have a 360 degree field of vision.





The enemy unit will be spotted if (1) it is within the searching unit's field of vision, (2) there is an unobstructed line-of-sight and (3) the enemy unit is within sighting range.

The SIGHTING RANGE equals the enemy unit's SL rating plus 1. If the enemy unit is in cover terrain then the sighting range is divided by 3. If the enemy unit is in "smoke" then the sighting range is divided by 2. If the enemy unit is moving then the sighting range is tripled. All sighting range adjustments are cumulative. The sighting range may never exceed Visibility Level (set at the start of the game).

Units that previously selected a target will not search if they are still eligible to fire at that target. Units may be unable to search due to suppression.

7.2 Selecting Targets

After searching, a unit will automatically attempt to select a target. A target must be a sighted enemy unit that is within target selection range (see 5.7). If there is more than one available target, then the nearest unit will be targeted. If the searching unit has a heavy armor-piercing weapon (MP rating greater than 30), then it will select the nearest TANK, if one is in range.

Units armed with ATGMs will fire those weapons only at vehicle targets. ATGM attacks will be resolved ONE PULSE AFTER they are fired. When a unit fires an ATGM, the unit will automatically set its target selection range to the weapons' maximum range. If the ATGM launch was sighted by the defending unit then that unit will automatically target the firing ATGM unit (but it will only return fire if the attacking unit is within the defending unit's target selection range). The defending unit will not target the firing ATGM if it also has an ATGM.

SAM units may only select helicopters as targets. Flak units may select nonhelicopter targets if there are no helicopter targets available.

Units will attempt to select another target if their current target is an infantry unit with a suppression level of 200 at a range greater than zero (in some cases, this can lead units to temporarily cease fire). A unit will automatically change targets in order to shoot at an enemy unit that enters its square.

Once a target has been selected, it will never be lost as a target due to a change in the facing of the firing unit.

7.3 Direct Fire vs. Vehicles and Helicopters

Direct fire may kill or suppress vehicles or helicopters. The effectiveness of direct fire is determined by (1) weapon accuracy, (2) the number of weapons in the firing unit, (3) shell size, and (4) armor vs. penetration. ATGMs may not fire at helicopters.

CANNON AND SAM ACCURACY:

- (1) At zero range accuracy will be (90 + (WEAPON ACCURACY X TURNS FIRED AT TARGET)) SQUARED/100.
- (2) At maximum range accuracy will be (1 + (WEAPON ACCURACY X TURNS FIRED AT TARGET)) SQUARED/100. Weapon accuracy ratings are listed in section 6.0.
- (3) Accuracy is DIVIDED BY 3 if the target unit occupies a TOWN, WOODS or EN-TRENCHMENT terrain square and has its current speed set to 0. Accuracy is not DI-VIDED BY 3 when firing at helicopters flying over cover terrain.
- (4) If the target unit is moving, then accuracy will be divided by 2 + (speed/10).
- (5) If the firing unit is moving, then accuracy will be divided by 2 + (speed/10).
- (6) Accuracy is multiplied times the TAR-GET SILHOUETTE / 4.

(7) Accuracy is reduced when firing through cover terrain and/or smoke. The accuracy adjustment equals ACCURACY X 2 / (2 + BLOCKING POINTS). Blocking points for cover terrain are: TOWN = 4, WOODS = 2. Blocking points for smoke equals the smoke level in the square (0-3). Cover terrain in the attacker's or target's square will not add blocking points. Smoke in the attacker's or target's square does add blocking points.

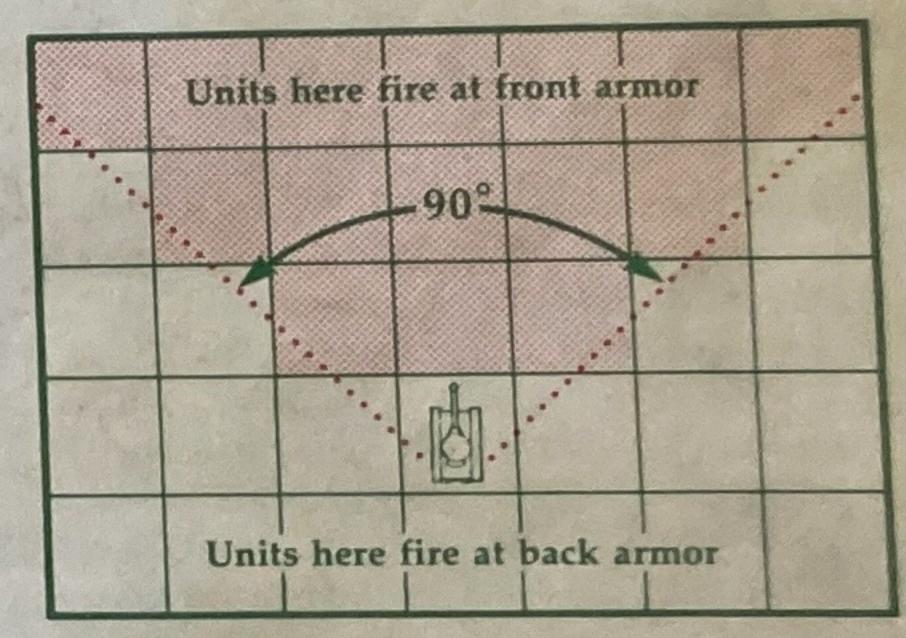
(8) Accuracy is divided by 10 against helicopters unless the firing unit is a SAM or Flak unit.

ATGM ACCURACY:

- (1) Equals weapon accuracy rating × 2. If firing at a range GREATER than the weapon's MINIMUM range then the weapon accuracy rating will be 99. If firing at a range EQUAL to the weapon's MINIMUM range then use the accuracy rating listed in 6.0.
- (2) If the ATGM's suppression is greater than 25 then accuracy will be QUARTERED.
- (3) Accuracy adjustments 3, 4, 6 and 7 for CANNON weapons also apply to ATGMs.

KILLS:

(1) Armored vehicles are rated for both front and back armor. Front armor (FA) protects the front 90 degrees of the vehicle (see diagram). Back armor protects the remaining 270 degrees of the vehicle. When



firing at a range of zero, it is assumed that the fire is directed at the back armor of the target.

- (2) Weapons are rated for maximum penetration (MP). MP ratings are modified by range and shell size (SS) into an ADJUSTED PENETRATION FACTOR (APF). The formula for APF is: ((SS X SS) / 4) + MP -(MP X (RANGE / MAX RANGE) / 2).
- (3) The APF may not exceed 2 × ARMOR.
- (4) If the APF is less than 1.25 × ARMOR then the ACCURACY is HALVED. If the APF is less than ARMOR then the ACCU-RACY is HALVED again.
- (5) The number of KILLS equals APFX ACCURACY X NUMBER OF WEAPONS FIRING / (ARMOR × 1000).

EXAMPLE: Let's assume that 5 M60A3 tanks and 10 T-72 tanks are in clear terrain exchanging fire at a range of 6, with each target's front armor facing the enemy and a





U.S. took: ABRAMS M-1 has maximum range. 18 that praximum prescribes: 48
flori chaff size 5 that minimum 50 Minimum speed: 22
Marchine game: 2 Frant armor: 22 Back symm: 12
Minimum 4

E.S. MICY: BRADLEY M-2 Can marinere range: 10 Gas maximum prestitution: A Gun pholi pine: 2 Gun preservey: 50 Manimum speed: 28
Marchine gunz: 1 Front armer: 10 Back preser: 6
Sittemeria: 3 Guided minaile system: TOW3



U.S. Helicapter: APACHE AH-64 Gas maximum range: 14 Gas maximum pasetralion: 18
Gas shell size: 2 Gas sciuracy: 50 Maximum speed: 300
Machine pana: 0 front ermor: 3 Back armor: 3
Sibouette: 3 Gaided missile system: Hellitre Made in U.S.A.

Such as the Helitire, TOW3, and Dragon.

At the disposal of the Russian commander are 4 tank types (T-80, T-72, T-62, T-55), the Hind-D helicopter, the BRDM-2 and BRDM-3 self-propelled ATGM systems, the BRDM command vehicle, the BMP-1 and BMP-2 APCs, and an equally long list of missiles. and an equally long list of missiles, mortars, and guns.

Using a modified version of our popular "KAMPFGRUPPE" " game system, hit probabilities of every weapon are instantly calculated by the computer. Combat is resolved down to Combat is resolved down to every individual tank, gun and intantryman. We've added the ability to fire smoke to obscure the enemy's vision.

MECH BRIGADE incorporates rules governing Command Control that determine how fast a unit will respond to your movement orders. Kill/suppression points are also included. Calculation of line-of-sight is simplicity itself: Press the "V" (for "view") key, and all the squares a given unit can see are in-stantiy highlighted.

Four scenarios are provided, each in a different area of West Germany. You can create your own with the Random Setup. During solitaire, the computer can direct either side.

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WG/BR-A

WG/BR-A

JS/WG/BR-A

Bussian tank: 1-72 Gas mealment range: 18 Gas maximum passetration: 45
fine shell eine S Gan scenary 50 Maximum speed 28
Hechina gana: 2 Front nemer: 20 Back nemer: 1



Ressian MICY: BMP-2 Gus maximum range: 8 Gus maximum penetration: 30 Gus aball aire: 4 Gus ancoracy: 30 Maximum speed: 20 Machine gans: 1 Frest armor: 5 Back armer: 3 Sithmette: 2 Guided missite system: Spandrel



Russian Helicopter: HIND-D Gun maximum range: 5 Gun maximum panetration: 12 Gan shall aire: 2 Gun accuracy: 50 Maximum speed: 260
Machine guns: 0 Front armor: 2 Back armor: 2
Silhouette: 4 Guided misalle system: Spiral

VEHICLES (cont.) # WEAPON MR MP SS AC SP MG FA BA SL GM USE 34 MID6 28 0 5 9 20 1 4 2 3 N US-A 35 M125 24 0 4 9 20 1 4 2 3 N US-A 36 FV432M 25 0 4 9 16 1 4 2 3 N BR-A 37 M113-M 28 0 5 9 16 1 4 2 3 N WG-A 38 BTR-50M 28 0 5 9 13 1 2 1 3 N SU-A 39 M107 12" 0 7 6 16 0 2 2 4 N WG-A 40 M109 12° 0 6 8 17 1 2 2 4 N US/WG/BR-A 41 M110 12* 0 8 6 16 0 2 2 4 N US/WG/BR-A 42 ABBOT 12° 0 5 8 15 0 2 1 4 N BR-A

43 M-1974 12" 0 5 8 14 0 5 1 4 N SU-A 44 M-1973 12° 0 6 8 13 0 2 1 5 N SU-A 45 SG.YORK 15 4 2 40 15 0 8 4 5 N US-A 46 GEPARD 15 3 2 50 20 0 18 6 4 N WG-A 47 ZSUZ3/4 15 2 2 50 14 0 1 1 3 N SU-A

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self-prope	illed SAM systems —	THE WIC A
T		0 5 80 21 0 5 2 4 N US/WG-A
工	48 SA-8 35	0 5 80 12 0 2 1 3 N SU-A
	N	ON-VEHICLES
	# WEAPON	MR MP SS AC SP DF CC SL GM USE
infantry	weapons	
	63 LAW	0 12 3 10 US/BR-A
	64 PZF44	0 12 3 15 WG-A
तंत	66 RIFLE (NATO)	2 0 1 50 6 9 1 1 N US/WG/BR-A
	65 RPG-7	0 12 4 20 SU-A
方方	67 RIFLE (Soviet)	2 0 1 50 6 9 1 1 N SU-A
towed at	tillery	
1	68 130 GUN	12° 0 5 6 0 3 10 2 N SU-A
Ī	69 180 GUN	12° 0 7 6 0 3 10 2 N SU-A

		MR MP SS AC SP DF CC SL GM USE
SAM 0791	50 RAPIER	30 0 5 80 0 2 10 4 N BR-A
Ī	51 STINGER	9 0 3 30 5 8 2 1 N US/WG-A
Ī		6 0 3 20 5 8 2 1 N BR-A
Ī	53 SA-7	6 0 3 10 5 8 2 1 N SU-A
-		
	# WEAPON	LR MR MP AC SP DF CC SL GM USE
ATGM	54 DRAGON	1 8 30 80 5 8 2 1 DR US-A
1	55 TOW3	1 19 50 70 4 7 3 1 TO US/BR-A
H	56 HELLFRE	3 20 60 90 3 6 5 1 HE US-N
1	57 MILAN	1 10 30 60 5 8 2 1 MI WG/BR-A
F	58 HOT	1 20 45 60 3 6 5 1 HO WG-A
5	59 SWGFIR	E 1 20 30 30 3 6 5 1 5W BR-A
4	60 SAGGE	R 2 15 25 30 5 8 2 1 SA SU-O
	61 SFAND	ORL 1 15 40 60 3 6 5 1 SP SU-N

62 SPIRAL 3 20 45 80 3 6 5 1 SI SU-A MR = maximum range; *- indicates max range of 99 when firing indirect MP = maximum penetration AC = accuracy; ATGMs will have 99 accuracy when firing at greater than minimum range

SP = speed MG = secondary machine guns FA = frontal armor BA = side/rear armor DF = defense rating CC = transport cost USE = using countries; N.O.A indicates if used in NEW, OLD or ALL formations SL = silhouette



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	V	EH	ICI	LES	(c	ont	.)				
WEAPON mortars _		МР	55	AC	SP	MG	FA	BA	SL	GM	1 USE
M106	28	0	5	9	20	.1	4	2	3	N	US-A
M125	24	0	4	9	20	1	4	2	3	N	US-A
V432M	25	0	4	9	1.6	1	4	2	3	N	BR-A
1113-M	28	0	5	9	16	1	4	2	3	N	WG-A
TR-50M	28	0	5	9	13	1	2	1	3	N	SU-A
rtillery_											
107	12*	0	7	6	16	0	2	2	4	N	WG-A
109	12*	0	6	8	17	1	2	2	4	N	US/WG/BR-A
10	12*	0	8	6	16	0	2	2	4	N	US/WG/BR-A
вот	12*	0	5	8	15	0	2	1	4	N	BR-A
974	12*	0	5	8	14	0	5	1	4	N	SU-A
73	12*	0	6	8	13	0	2	1	5	N	SU-A
DRK	15	4	2 4	10 1	5	0	8	4	5	N	US-A
						0	0		3	IN	U3-A

	12*	0	6	8	17	1	2	2	4	N	US/WG/BR-A	
	12*	0	8	6	16	0	2	2	4	N	US/WG/BR-A	
T	12*	0	5	8	15	0	2	1	4	N	BR-A	The state of
4	12*	0	5	8	14	0	5	1	4	N	SU-A	
3	12"	0	6	8	13	0	2	1	5	N	SU-A	
200												
RK	15	4	2	40	15	0	8	4	5	N	US-A	
RD	15	3	2	50	20	0	18	6	4	N	WG-A	
14	15	2	2	50	14	0	1	1	3	N	SU-A	
yste	ms_											J
1												1
D	25	0	5	80	21	0	5	2	4	N	US/WG-A	
	35	0	5 8	80 1	12	0	2	1	3	N	SU-A	-
	No th											
	NO	N	VE	177	CII	20		1	000	Rest A		1

	1	101	V-V	E	HIC	LE	s				
		MR	MP	SS	AC	SP	DF	сс	SL	GI	M USE
l		0	12	3	10	-	-	-	-	-	US/BR-A
l		0	12	3	15	•		-	-		WG-A
		2	0	1	50	6	9	1	1	N	US/WG/BR-A
THE REAL PROPERTY.		0	12	4	20	-	-	-			SU-A
		2	0	1	50	6	9	1	1	N	SU-A

2 4 N US/WG/BR-A			WEAPON	LR	MR	MP	AC	SP	DF
2 4 N US/WG/BR-A	ATGMs .								
1 4 N BR-A	点	54	DRAGON	1	8	30	80	5	8
1 4 N SU-A	占	55	TOW3	1	19	50	70	4	7
1 5 N SU-A	Î								
4 5 N US-A	무	56	HELLFRE	3	20	60	90	3	6
6 4 N WG-A	点	57	MILAN	1	10	30	60	5	8
1 3 N SU-A	A 人	58	нот	1	20	45	60	3	6
2 4 N US/WG-A	A 人	59	SWGFIRE	1	20	30	30	3	6
1 3 N SU-A	4	60	SAGCER	2	15	25	30	5	8
	人	61	SPANDRL	1	15	40	60	3	6
SL GM USE	I	62	SPIRAL	3	20	45	80	3	6
- US/BR-A	LR = minimum								
WG-A	MR = maximur MP = maximur SS = shell size	n pe	netration						
1 N US/WG/BR-A	AC = accuracy; minimum SP = speed MG = secondar	n ran	nge	, ענ	accu	irac	y wi	ien	tirir
SU-A	FA = frontal ar BA = side/rear DF = defense r	mor arm atin	or 8						
I N SU-A	CC = transport SL = silhouette GM = type of A USE = using cou	TGN	d system	cate	s if t	ised	l in	NE	W, (
2 N SU-A									
2 N 5U-A			<u>\$</u>		}	ľ	3		
	0 1	985	by Strategic S	imu	latio	ıns,	Inc.	All	rig

			WEAPON	N	IR M	P 5	S AC	SP	DF	cc	SI	G	M USE
			RAPIER	3	0 () 5	80	0	2	10	4	N	BR-A
	T	51	STINGER		9 () 3	30	5	8	2	1	Z	US/WG-A
	Ī	52	BLWPIPE		6 0	3	20	5	8	2	1	N	BR-A
	T	53	SA-7		5 0	3	10	5	8	2	1	N	SU-A
ſ			MEABON										
	ATGM		WEAPON	Ц	C MI	M	AC	SP	DF	cc	5L	GM	1 USE
	人	54	DRAGON	,	8	30	80	5	8	2	1	DR	US-A
	Ų.	55	TOW3		19	50	70	4	7	3	1	то	US/BR-A
	点	56	HELLFRE	3	20	60	90	3	6	5	1	HE	US-N
	点	57	MILAN	1	10	30	60	5	8	2	1	MI	WG/BR-A
	点	58)	нот	1	20	45	60	3	6	5	1	но	WG-A
	点	59 9	WGFIRE	1	20	30	30	3	6	5	1	SW	BR-A
	4	60 5	AGCER	2	15	25	30	5	8	2	1	5A	SU-O
	点	61 5	PANDRL	- 1	15	40	60	3	6	5	1	SP	SU-N
	点	62 5	PIRAL	3	20	45	80	3	6	5	1	SI	SU-A
MI MI	= maximu	am ran am pei	ige; *- indic	ates r	nax i	rang	e of	99 1	whe	n fii	rinį	g in	direct
	= shell siz = accurac minimu	y, ATO	GMs will ha	ive 99	acci	игас	y wł	nen	firir	ng al	gr	cate	er than
MG	= speed = seconda = frontal a		chine guns										
BA DF	= side/rea = defense = transpor	rating											
SL GM	= silhouet = type of	te ATGM	system										
USE	= using co	untrie	s; N,O,A ir	ndicat	es if	usec	1 in	NEV	W, C	ம	or	AL	L formations
										1			

12" 0 5 6 0 3 10 0 7 6 0 3 10

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	WEAPON	MR	MP :	ss	AC	SP I	OF	cc	SL	GM	USE
SAM systems											
1 50	RAPIER	30	0	5	80	0	2	10	4	N	BR-A
1 51	STINGER	9	0	3	30	5	8	2	1	Z	US/WG-A
(0)	BLWPIPE	6	0	3	20	5	8	2	1	N	BR-A
53	SA-7	6	0	3	10	5	8	2	1	N	SU-A

		LR MR MP AC SP DF CC SL GM USE
ATGMS		1 8 30 80 5 8 2 1 DR US-A
人	55 TOW3	1 19 50 70 4 7 3 1 TO US/BR-A
人	56 HELLFRE	3 20 60 90 3 6 5 1 HE US-N
人	57 MILAN	1 10 30 60 5 8 2 1 MI WG/BR-A
人	58 HOT	1 20 45 60 3 6 5 1 HO WG-A
人	59 SWGFIRE	1 20 30 30 3 6 5 1 SW BR-A
A	60 SAGGER	2 15 25 30 5 8 2 1 SA SU-O
五	61 SPANDRL	1 15 40 60 3 6 5 1 SP SU-N
T	62 SPIRAL	3 20 45 80 3 6 5 1 SI SU-A

LR = minimum range MR = maximum range; *- indicates max range of 99 when firing indirect

MP = maximum penetration AC = accuracy; ATGMs will have 99 accuracy when firing at greater than minimum range

SP = speedMG = secondary machine guns FA = frontal armor

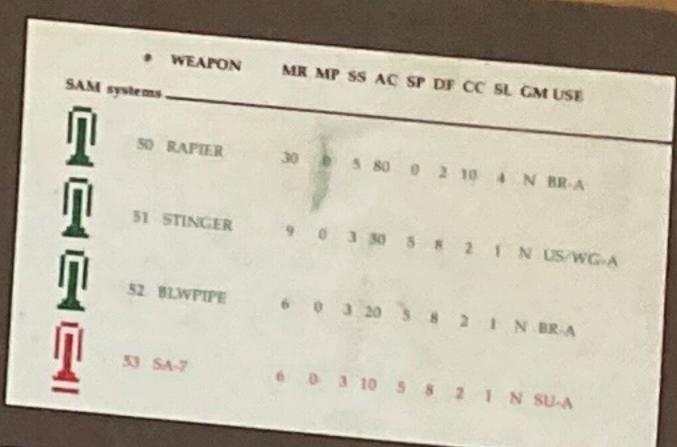
BA = side/rear armor DF = defense rating CC = transport cost

SL = silhouette GM = type of ATGM system

USE = using countries; N,O,A indicates if used in NEW, OLD or ALL formations



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17 1 2 2 4 N US/WG/BR-A		
6 0 2 2 4 N US/WG/BR-A	* WEAPON	LR MR MP AC SP DF CC SL GM USE
0 2 1 4 N BR-A 0 5 1 4 N SU-A	54 DRAGON	1 8 30 80 5 8 2 1 DR US-A
0 2 1 5 N SU-A	55 TOW3	1 19 50 70 4 7 3 1 TO US/BR-A
0 8 4 5 N US-A	56 HELLERE	3 20 60 90 3 6 5 1 HE US-N
18 6 4 N WG-A 1 1 3 N SU-A	57 MILAN	1 10 30 60 5 8 2 1 MI WG/BR-A
5 2 4 20 00	58 HOY	1 20 45 60 3 6 S THO WG-A
2 4 N US/WG-A	59 SWCFIRE	1 20 30 30 3 6 5 I SW BR-A
1 3 N SU-A	60 SAGGER	2 15 25 30 5 8 2 I SA SU-O
C SL GM USE	61 SPANDRL	1 15 40 60 3 6 5 1 SP SU-N
	62 SPIRAL	3 20 45 80 3 6 5 1 51 80 .

LR = minimum range MR = maximum range; *- indicates max range of 99 when firing indirect MP = maximum penetration SS = shell size AC = accuracy, ATGMs will have 99 accuracy when firing at greater than

MG = secondary machine guns FA = frontal armor

BA = side/rear armor DF = defense rating CC = transport cost SL = silhouette

AC SP MG FA BA SL GM USE

9 20 1 4 2 3 N US-A

9 20 1 4 2 3 N US-A

9 16 1 4 2 3 N BR-A

9 16 1 4 2 3 N WG-A

13 1 2 1 3 N SU-A

16 0 2 2 4 N WG-A

- - US/BR-A

WG-A

1 N US/WG/BR-A

- SU-A

N SU-A

N SU-A

N SU-A

GM = type of ATGM system

USE = using countries; N.O.A indicates if used in NEW, OLD or ALL formations



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